


```
1  #include "SettingState.h"
2
3  #include <iostream>
4  #include <conio.h>
5
6  #include "StateMachineExampleGame.h"
7  #include "AudioManager.h"
8
9  using namespace std;
10
11 constexpr int kEscape = 27;
12
13 constexpr char kSound = '1';
14 constexpr char kMainMenu = '2';
15
16 SettingState::SettingState(StateMachineExampleGame* pOwner)
17     : m_pOwner(pOwner)
18 {}
19
20 bool SettingState::Update(bool processInput)
21 {
22     if (processInput)
23     {
24         int input = _getch();
25         if (input == kEscape || char(input) == kMainMenu)
26         {
27             m_pOwner->LoadScene                                     ↗
                (StateMachineExampleGame::SceneName::MainMenu);
28         }
29         else if ((char)input == kSound)
30         {
31             AudioManager::GetInstance()->ToggleSound();
32             AudioManager::GetInstance()->moneySound();
33         }
34     }
35     return false;
36 }
37
38 void SettingState::Draw()
39 {
40     system("cls");
41     cout << endl << endl << endl;
42     cout << "          - - - - SETTINGS - - - -          " << endl;
43     cout << "          " << kSound << ". Play " << endl;
44     cout << "          " << "Toggle Sound: ";
45     if (AudioManager::GetInstance()->IsSoundOn())
46     {
47         cout << "ON" << endl;
48     }
49     else
50     {
51         cout << "OFF" << endl;
52     }
53 }
```

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53     cout << "                " << kMainMenu << ". Back to Main Menu " <<   
    endl;  
54  
55 }
```